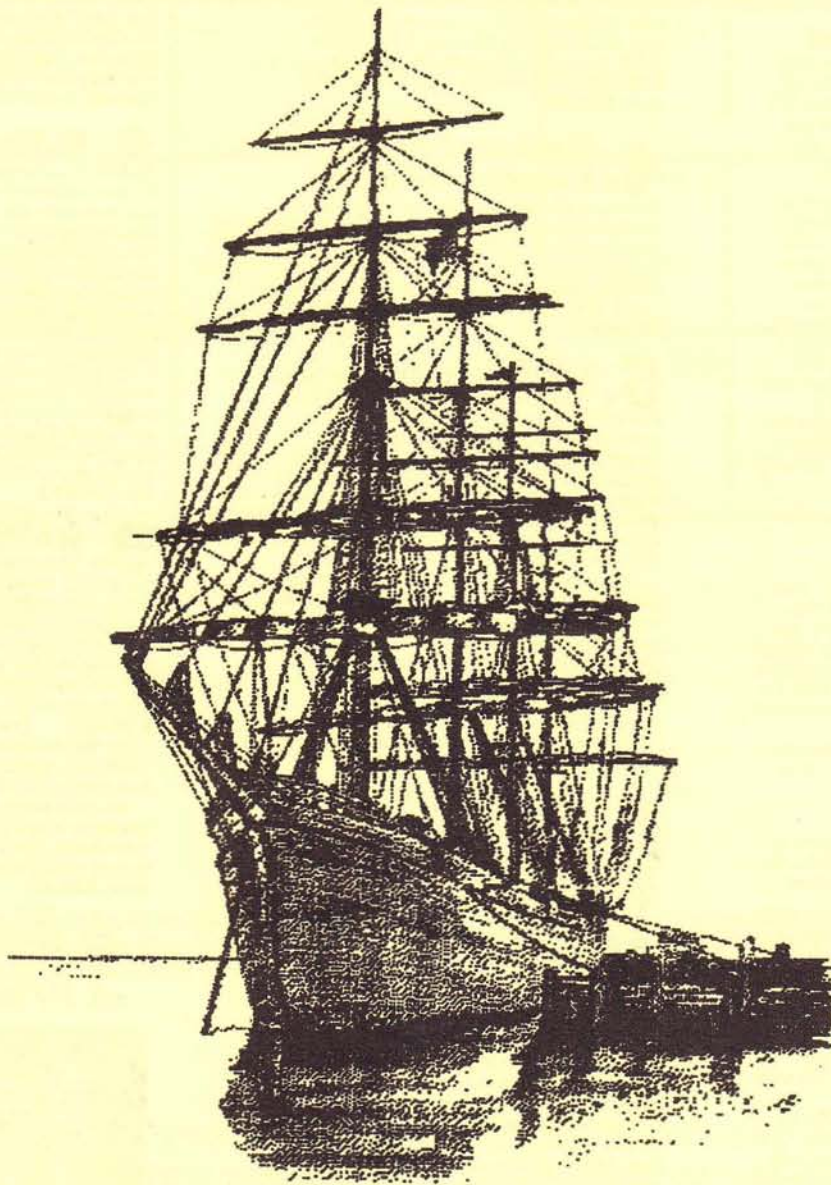


SLCC Journal

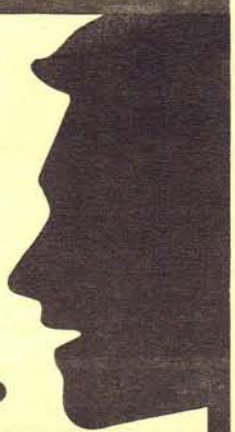
SAN LEANDRO COMPUTER CLUB

September 1987



The Atari logo is displayed in a stylized, blocky font within a rectangular frame.A large, bold number '9' is positioned to the left of the main headline.

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A self-improvement article

How to Defeat Copy Protection

Being an Editor, I guess that means that I have to editorialize some..... Notice that I didn't say THE editor. The reason for this is that the Journal of the San Leandro Computer Club is edited by three people, not just me. This fact is clearly evident to those of you that read the Table of Contents page, where numerous names appear under such headings as: Club Officers, Program Chairman, and various other duties and functions. Under the heading: SLCC Journal, you will find an Editor (me) and two Assistant Editors (who seem to be related, or something), a layout assistant, a cover artist, and a laser printer. So? What does this have to do with the heading at the top of this page? Nothing! The heading does not tell you anything at all about the content of this essay, nor do those titles convey an accurate measure of the contribution of the people involved. Superficially, Jim Hood creates our cover, Tom Allen prints the final copies on his laser printer and Frank, Jenny, Ralph, and I arrange the available material into what you are now reading. Says so on the TOC, right? I'm gonna tell ya how to 'break' commercial software right here in the Journal (or anywhere, for that matter), right? Horse feathers.

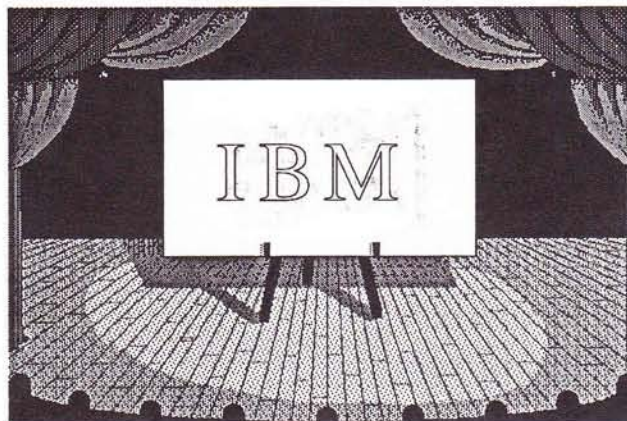
Did you ever look back through the Journals and notice how Jim Hood wrote many of their articles? Is his name listed under the field: Prolific Authors? Not that I can see! The guy could 'carry' the Journal for months and never get a line on the Table of Contents. His is a good example of a contribution that does not get listed in TOC, but is evident to those who notice. This is not always the case. Some tasks are not visible to anyone except to those involved and may

never become evident. For example, the lion's share of the work seems to fall on Jenny every month - particularly the printing chores. After editing a good portion of the files, she has had to collect the entire manuscript and upload them in PostScript format to Tom Allen's system for printing on his laser printer. A typical issue will be 400,000 bytes - all to be sent at 1200 baud over the phone lines. Usually at the last minute.... (second..... (microsecond)). The "wave" builds for two weeks on the computers of the authors and then Jenny has to "ride it out" to get it printed. You might also notice that she writes a number of the articles and generates many of those great graphics that you see sprinkled about. Likewise, Tom Allen is not so fortunate as to be able to wave his magic wand and the data is printed. Many of the pages, particularly those with heavy graphics, have taken *hours* to print. Consequently, Tom has been no stranger to the wee hours of the morning since he became the laser liason.

So, when you scan the Table of Contents, credit the Club's volunteers for all you see and then some - consider the titles as only an indication of the direction of their contribution, not the magnitude of their efforts. And, my thanks to them - for all that you see *and* everything you don't.

REW

IBM Programs?



On an ST?

by John P. Silva

My partner and I have been interested in emulators for the ST for a long time. In fact, some of you know my partner as "Mr. ROM". Well, another emulator has arrived for the ST: PC-ditto from Avalon Hill Software. PC-ditto makes your 520 or 1040ST look like an IBM PC XT with a color graphics adapter (or a mono graphics adapter if you have a mono screen). This isn't anything like the previous IBM emulator, MS-EM from Paradox; PC-ditto worked with 100% of the software we tested, and ran most software relatively fast (although still slower than a straight IBM PC).

After we purchased the program, we discovered that it would read IBM disks directly if a suitable IBM 5.25" disk drive could be connected to the ST. Since my partner had several IBM floppy drives, we decided to try connecting it to the ST. First we made a cable to connect the ST to the drive according to data published in various ST reference works and data books on the floppy drives. We then decided to try an 80 track 1.2MB drive as the first "guinea pig". After considerable fiddling around with the jumpers, we were finally rewarded with something approaching functionality. This type of drive was able to format to 720K in atari mode, but we were only able to format it 360K in IBM mode. This is because PC-ditto only knows about 360K drives (we didn't know this at the time). It would read disks formatted on the IBM, but it wasn't reliable. We next tried a 360K IBM floppy drive. This drive didn't work at all. We tried one more 360K drive from a different manufacturer. This drive functioned perfectly in IBM mode. However, formatting it in Atari mode proved to be impossible.

After much more fiddling, we determined that disks formatted by the IBM would read and write perfectly on the Atari in IBM mode (and in Atari mode as we later discovered). However, disks formatted on the Atari in IBM mode wouldn't read on the IBM without the addition of a special driver which is provided on the PC-ditto master disk. With this driver installed in the CONFIG.SYS file on the IBM, it would read Atari disks just fine. The most surprising result of all was that in Atari mode, a disk formatted on the IBM would read and write perfectly. This makes possible data transfer between Atari software and IBM software, simply by taking a disk from one machine to the other!

My partner and I decided to turn the results of our fiddling into a marketable product, so we created **Hayward Computer** to produce our line of disk drives. We are currently offering a 360K 5.25" disk drive which has its own power supply and will plug right into the ST for \$199. We also offer this unit in kit form for \$175 (\$150 for unit less power supply; this is intended for those who want to use their existing Atari disk drive supply), and for those die-hard hackers, the cable alone and construction plans for \$20. We are planning to introduce a line of 3.5" disk drives, and a combination 3.5"/5.25" drive for those of you who haven't yet purchased a second drive and are trying to decide which type of drive to buy.

For further information, contact :

Hayward Computer
426 Smalley Ave #1
Hayward, CA 94541
(415) 581-5516

END



What's Happening in England?

By Darryl May

I was lucky enough to take my vacation in England and I just happened to stop by a computer store that carries ATARI software. Well, finding all those brand new titles put me into a uncontrollable spending spree. I bought everything for my ST that I could find. With each new item my heart would beat faster and faster. I ended up with over 20 titles for my ST and a couple for my trusty 8-bit. I also came back with 20 magazines about ATARI computers. The aftermath is that my credit card bill was seven hundred dollars. That hurt. The plane ticket was only six hundred dollars. But I did get the best exchange rate when I used my VISA card. What I hope to give you in this article is a brief review of the programs and some of the information I found in the magazines and other places.

I bought the following programs for the ST:

Altair, Silicon Dreams, Crafton & Xunk, QBall, Road Runner, Gauntlet, Metrocross, Prohibition, Liberator, Hades Nebula, Jewels of Darkness, Terrestrial Encounter, Jupiter Probe, Typhoon, Macadam Bumber, Turbo GT, Passengers of the Wind, and Barbarian. I also got Arkaniod, Gauntlet and The Pawn for my 8-bit.

The one strange thing about these programs is that most of them turn my disk drive light on after loading. I found many magazines while in England. The magazines that covered the ST included ATARI ST USER, ST World, and ST Update. ATARI USER only covered the 8-bits. PAGE 6 covered both ATARI computer series. YOUR COMPUTER, PERSONAL COMPUTER, COMPUTER + VIDEO GAMES, and GAMERS are all general computer magazines.

The top computers in England were the Spectrum, the Amstrad, Com-64, and all the ATARI computers. The APPLE, MAC

and IBM computers don't seem to be known at all in England. The ATARI ST series of computers is the soon to be the hottest computer in England. Every computer store that I passed by had ATARI stuff even in the big department stores.

"The Apple, Mac and IBM
don't seem to be known
at all in England"

Altair, Crafton & Xunk, Macadam Bumber, and Turbo GT are made by a french company called ERE Informatique and put out in England by INFOGAMES. Altair is just another one of those scrolling shoot'em ups. Macadam Bumber is a pinball game and editor (A clone of Pinball Construction Set) with a real french flavor about it. Turbo GT is a car racing game along the lines of Indy 500 (2600 version) and Sprint (Coin-op), but steering a car with a joystick doesn't work very well. Also in Turbo GT the car gets stuck in the wall sometimes. (It must be an extra feature.) Crafton & Xunk is the best one from ERE. Crafton & Xunk features excellent 3-D graphics and animated characters. Crafton & Xunk is a graphic adventure; the joystick, mouse or, keyboard guides you (Crafton) around the many rooms. You (Crafton) can walk, jump, and collect items. Xunk your dog just follows you around while you bump into the pretty nurse or the punker and many other creatures that wander around the rooms.

What's Happening in England (continued)

A company called US Gold makes home computer versions of many arcade coin-ops. I picked up *Metrocross*, *Road Runner*, and *Gauntlet*. *Metrocross* features a side view of an indoor racing track on which you guide your runner to the finish line by jumping over coke cans, hurdles, and traps; *Metrocross* is a good arcade quality game. *Gauntlet* is a arcade classic featuring 2 players on the screen at once battling all kinds of strange creatures while you travel through endless dungeons. *Gauntlet* is also available for 8-bit computers. After playing both versions I found that the graphics and sound are amazing on the ST, but the game play is much better on the 8-bit. *Road Runner* is a game based on the crazy antics of two cartoon characters Wile E. Coyote and Road Runner. You guide Road Runner along the road gathering bird seed and avoiding Wile E. Coyote, who is always chasing you. US Gold is currently working on *Indiana Jones: The Temple of Doom* and *Solomon's Key* for the ST. *Xevious* is also available. The graphics and game play in all of US Gold products are as close to the real arcade coin-ops as anyone could get. As far as I understand these games will appear in the states either by Mindscape or Epyx soon.

Rainbird (The people who made "The Pawn") had two new adventure games called *Silicon Dreams* and *Jewels of Darkness*. Each of these packages includes 3 text adventure games! I haven't had a chance to play these adventures but both packages are in the top 10 list of software titles for all computers in England. I also got a copy of "The Pawn" for my 8-bit but for some reason my copy doesn't work?! There was another game called *TRACKER* but I was not able to find it.

Typhoon by Kingsoft of Germany is a scrolling shoot'em up. The game includes 2 diskettes of digitized sound and stunning graphics. The game takes a real long time to load, and I'm not too sure that the game is worth the wait. Kingsoft F.Schfer can be reached at Schnackebusch 4; D-5106 Roetgen.

Q-Ball is a 3-D pool game. Yes, 3-D pool. The graphics are good and speedy. Also the game play looks interesting. But I still can't find the pockets. *Q-Ball* is now available in the states from Mindscape. Mindscape has also picked up *TrailBlazer* and *Plutos* from Europe.

Now the two best games: *MouseTrap* and *Barbarian*. *MouseTrap* is a arcade type of game. In *MouseTrap* you help Marvin the Mouse gather prizes to win his girl by walking, jumping and climbing around the screen. There must be almost 50 screens to be cleared. I love this game. *Barbarian* is made by Psygnosis of Brataccas fame. This time you control He-man as he battles creatures during his travels in this underworld. The control of the He-man is operated by the mouse, joystick, and keyboard in any combination. The game play is great and the graphics could be the best ever done on the ST. And you can pick it up at your local store now. *Liberator* and *MouseTrap* are made by MicroValue but *Liberator* SUCKS. Remember, *MouseTrap* is the good one. These games are available in the states by TDC Distributing. Speaking of bad software, a game called "Terrestrial Encounter" is a real dog !!! TDC Distributing can be reached at (305) 423 1987.

Jupiter Probe is soon to be a Michtron program of the week. Well, if you've seen *GoldRunner* then you have seen *Jupiter Probe*. I would call it a clone but it's written by the same guy (Steve Bak). *Prohibition* is an arcade coin-op conversion of *Empire City*. Everything seems to look good but my copy bombs out. *Hades Nebula* is scrolling shoot'em up again. Good graphics but the joystick response is slow. Finally, *Passengers of the Wind* is a graphic adventure movie. The graphics are great but the characters are french cartoon characters. And it is assumed that you already familiar with them. Most of the interaction is done with the mouse.

That's all folks.

END



Auction at the Main meeting

Make your bid on an Atari 1027 printer for the 8 bit.

No minimum bid

Are The 8-bits In Trouble ?

We Loves Them, We Loves Them Not

By Bob Woolley

One of the best things about being an editor for the Journal is that I get to read all the Exchange newsletters from around the country. Collectively, they contain everything you could ever want to read about the world of Atari. No detail is left out. No stone is unturned. No roomer too uncertain. Sometimes, the stones are turned many times over - 46 reports of the CES, 86 columns on the demise of BI.

Which brings me to the subject of this article - loss of support for the 8-bits/death of the old 8-bits/lack of 8-bit software/..... I just read a piece in *The Pokey Press* that chronicled the author's transistion from an 800 to an ST. Although the writer did not intend to completely retire the trusty old 8-bit, he was drawn to abandon his 800 by the sheer power and utility of the ST programs. He writes: "With a software line-up like I had available to me on the ST, what possible reason could I have to boot up my 800?" and "When it came to word-processing, Wordwriter ST,, beat the living hell out of anything available for the 8-bit ..." with ".... Flash was clearly superior to anything I'd used on the 8-bit (including my old family servant, Express...)" Ken White, the author, continues his column with the observation that the door is slowly closing on the 8-bits as it had on the relics of the early years of computing: "Of course, the 8-bit Atari line will, one day, be a fond memory to everyone. Just like the Exidy Sorcerer and the

Altos" and " a machine with 4K of memory and a tape drive was one day the 'cutting edge' of personal computing, that day was a lotta yesterdays ago."

That's funny. I have an old 8-bit and an ST set up side-by-side in my computer room. I also have Flash for my ST and Express for my 800XL. But, the ST is the one collecting dust in my house. When it comes to word processing, 80 columns or 800 columns (I only print 60 on an 8 1/2 inch form, anyway), out comes the old AtariWriter cartridge. Flash is probably a great program, but the data still comes over the phone line at 1200 baud and I still only type with two fingers, so I use Express on my "relic". Why? Am I just stubborn, or is there a valid reason why my 8-bit will always be the machine of choice, other than the cost of purchasing all new software and learning all new programs? Certainly, I *use* the ST, but only for things that can't be done well on the 8-bits - like Publishing Partner and Easy Draw. Everything else seems to default to the XL.

The first indication of this trend was the response that I got when I inquired about a disk editor and useful utilities for my new ST. I am sure that they exist, probably in Public Domain, but not commercially. The computer store where I bought my ST had a whole wall of ST software, but little of what I sought. Such a poor selection indicates very little user interest in buying software dedicated to these primary functions. Likewise, a memory map does not seem to be a favorite purchase for ST owners,

Loves Them? continued

either. In fact, the software offerings for the ST seem to target only the user or the advanced programmer. Little seems to interest those that would like to program their own systems. At this point, I would like to speculate about the flaw in Ken White's (and 800,00 others') reasoning - the ST and AMIGA style machines are not an advancement in the field of personal computing. They are much too complex to be grasped by the casual user to be effective for the personal computer owner.

Computers came into existence about 40 years ago. Programmable calculators capable of logical comparisons, in themselves, could not accomplish as much as your average can opener without the stored program that someone had to create. Once the program is operating, then the system became a can opener, or whatever. This is where I would like to make the division between a computer and a Multi-Dimensional Electronic Device. A computer can be programmed by the average user - an MDED cannot. A good example of an MDED is the 2600 game system. PONG was an electronic device - fixed forever at the time of manufacture. The 2600 Atari was an MDED - taking the configuration of whatever cartridge was inserted. This was a VAST improvement over fixed program devices, but it was NOT a computer. You had no way to do your own thing on it. A similar circumstance existed in the world of computers at that time. You could have your own terminal that hooked up to the mainframe and play ZORK on your "computer", but unless you were a wizard, you had no chance to program the beast. Enter the personal computer.... (did you know that the Atari 800 was named the Atari 800 Personal Computer

when it came out?). This development is a major branch in the general scheme of electronics. Now, the user can actually program a calculating, decision making electronic device for the first time. I agree with Ken in that the early machines were destined to be replaced by equipment with more memory, disk drives and an improved operating system, graphics and user interface. All these features make programming your personal computer much easier and productive. My 8-bit is light-years ahead of an Exidy or IMSAI. But, is the ST?

If you follow the 2600 (MDED) branch of consumer products, you will find that this genre of products has been totally overlaid with personal computers of one sort or another. Dedicated word processors, graphics stations, music systems - all sorts of MDED electronic products have been absorbed. But this is not personal computing. You are totally at the mercy of those who wrote the original program - No reasonable path exists for you to build on what they have done, or change the way they have done it. In fact, many of the higher powered MDED programs have been developed so that the user can configure it to his needs - even arrange the order of execution of the modules. A programmable MDED!! Funny, how the market seems to prefer such products ...

Now, granted, you could change the programming of a 2600 if you really wanted to. You could re-do the circuitry inside your PONG, too. But, they are not programmable. Is the ST programmable? For a professional programmer, the ST must be fantastic. One of the reasons that less 8-bit software is available is the fact that all the commercial programmers that would write for the 8's ran out and got an ST. No question

Loves Them? continued

about the rationale behind that move, but can we draw the conclusion that the 8-bit is dead? These guys are not writing software for their own use. Would they all run to buy an ST if all they wrote was PD stuff for their friends? The question is: does the ST improve your ability to control your personal computer or do your own thing? Even at less cost, it makes no sense to 'move up' to a system with less utility. As an MDED - no question; if you have the application, use the ST MDED - it is the best system available. It will be surpassed in the near future by even better products, but it is on top of the heap now. As for programming the thing, I seem to draw a joker.

Back to my use of AtariWriter, I find that I can work with the raw data from it's files easily. The format is simple and well defined. The program itself has just about any feature that I am willing to use. As an example, I have the THUNDER spelling checker for my ST. I could use it while I type PPart text to check my spelling. I don't. It isn't worth my time to learn how to use the thing just to do proofreading. The word 'roomer' in the first paragraph would probably go through without a hitch, which means I have to review the text myself, anyway. When I bought my ST, I looked for personal computing stuff - source code, sector editors, disassemblers and like that. I certainly had little interest in a copy of MoonMist. I can get that on my 8-bit (and if I can't, I can get something similar). I will certainly buy MDED products for my 8-bit, but I am not limited to them. Ace-Crack Pascal at \$150 is not my idea of a personal computer users language. I want Basic. So does everyone else that wants to use his computer for personal use. I also want to understand my hardware and how the operating

system uses it. Like how to make the joystick inputs into outputs and how to turn the screen upside down (that may seem silly, but if the hardware exists to execute such a routine, I would like the documentation). The features in the 8-bits over the early personal computers made it much easier for the novice owner to use as a personal computer. The 'advances' incorporated into the ST make it a better MDED, but not a better personal computer. If I want a simple program to change the CompuServe line feed - carriage return into a CHR\$(155) character, I can write it myself. I can access the data. I can also download a program that someone else wrote to do the same thing. Look at the Disk Library program that is floating all over the country. I'll bet hundreds of people have modified the original to suit their own purposes. Most of the modifications are also available for me to make use of.

Sure, the ST may be a better 2600, but I don't think it will replace my 8-bit. I doubt that the 32-bit systems will be any better in that respect, either. Look at it this way, most of us would trade their 1951 Ford for a 1978 model, but how many of us would give up their car to buy an airplane?

END

Ask not, what your club can do for you

Your Disk Librarian Speaks

Looking for a way to help the club? Ever wonder what a disk librarian really does? Well, here's your chance. After doing the job of 8-bit disk librarian for the last 18 months I have come to realize that I have no longer have the time to do the job the way I think it should be done. So the 8-bit disk librarian's job is now open for the correct person to jump right into.

The disk librarian is responsible for keeping and maintaining the disk library and seeing that the library gets to the main meeting each month, and that it is ready for any shows that may come along. The librarian sells the disks at the main meeting, keeping a record of the number and type of disks sold. The librarian must be a responsible AND reliable person. The disk library is a very important part of the club; if not for the library, there would not be much of a club.

The S.L.C.C. has taken a little different approach to our disks of the month. We have separate software chairmen. This being the case, the librarian does not have to make up the DOM, only make copies of it for the meetings.

I will not be just dumping the library on someone, I will be around long enough to get the new librarian on the right track. So if you want to get more involved with the club, then see me or one of the officers at the next meeting.

(I think it is going to take a very competent person to continue in James' footsteps, but don't let that keep you from volunteering for his position. You learn by doing, and James is not going to disappear on us. Take the plunge - don't wait for others to do it for you.)

Ed.

A couple of months ago, I said I would have a new PRINTSHOP graphics disk shortly - well, all is not lost. I have not found many new graphics, only about 40 or so. As soon as I find more new ones, I will get the disk out. If you have some public domain graphics that are not in our library yet, bring them to me at the meeting and they soon will be!

This month I am going to try something new, I will have several new disks for the library.

The first disk will be our second picture disk, this disk has approximately 60 pictures on it. Side one has pictures showing scenes from your favorite science fiction movies, such as Star Wars & Star trek. Side two has pictures of your favorite cartoon characters.

The second disk will be ICON SHOP by Gregg Tavares. What is ICON SHOP you ask? The ICON SHOP was designed to make up the deficiencies in the graphic editor included with the printshop. It will allow you to edit the icons pixel by pixel, draw lines, rectangles, boxes, ovals, discs, and fill sections of the icon. These are but a few of the commands in icon shop, so if you like making your own icons you might want to try this disk.

The third disk will be full of demo's that I have been collecting over the last few months and have not been put on a disk of the month. If you want to check out more of the great graphics capabilities of your ATARI 8-bit computer check out this disk.

The fourth and final disk will be the regular disk of the month. See you at the meeting.

James Moran

8-bit Disk Librarian

MICROWORLD

1514 University Ave Berkeley, Ca. 94703 (415)548-8999

IS PLEASED TO ANNOUNCE

THE GRAND OPENING
of a Vertical Application Center
specializing in business system support,
graphic arts, and music.

Our first seminar will have
representatives from Atari and
major software vendors.

*There will be champagne, sodas, food, special
offerings on products and at least one of the
Tramiel's speaking concerning Atari's
direction.*

If you are interested in serious applications,
computer education, and
Atari's plans for entering the business market
place, we want you to come and tell us what
you need.

Invitations will be ten dollars to cover
refreshments and materials.

Contact Brad or Bill to reserve your place.

The celebration will be at 7:00 P.M.

September 24, 1987
on a Thursday.

CLASSIFIED

*SLCC members may
advertise their hardware
or software free-original disks
and manuals only. Personal, non-
commercial ads only.*

For Sale: 800 XL Computer, 1050
Disk Drive, 1025 Printer, 1030
modem, cable connectors, power
supply, complete system ... \$225
call Bob at 443-9109

For Sale: Little Computer
People, \$10. The Pawn, \$10.
Computer back saver chair, \$15. call
Frank or Jennie 483-1481.

The New York Times

Buy and Sell stuff here

LOCALS STUNNED	TORONTO, ATHENS, LONDON, PARIS, ROME MOSCOW, WASHINGTON	TRENDS 	GENEVA SHOCKED
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NO PROBLEM!

For Sale: 800 48K. Make offer.
Also-complete set: 800 256 K,
Axlon
compatible ram card, Atari 810
with Happy 5.2, Atari 1030 modem,
want to sell as a set. contact Mike
Sawley,
482-5061 or leave message to Sysop
on the KEY SYSTEM.

Haba 10 Meg Hard Disk

article by Mike Sawley

We are pleased to announce that the Haba 10meg hard disk that the club aquired during the last AtariFest is now in operation on The Key System.

It was quite a job finding out how to configure the WD1002-TAN controller that is used with the drive so that it would work with our XE/MIO system. Several phone calls to ICD and to Sturgil & Booth (the folks that we got the drive from) got us started in the right direction, but we still were not able to get proper responses from the unit. We also tried a newer copy of the physical formatter program from ICD but this did not help either. Finally, we just started experimenting by switching this jumper and switching that jumper. (I have to admit that I would not have tried such a last ditch effort had I purchased the drive with my own funds.)

Well, to make a long story short, here is the procedure and the correct settings for this unit when using an MIO, XE and SpartaDOS 3.2d: - Remove the top case of the drive - Remove the ST data cable - Unplug the power lead to the ST adaptor board - Unplug the 50 pin cable from the WD1002-TAN board - Unscrew and remove the ST adaptor board - Change W3 from the 512 setting to the 256 setting - Change W4 from the 5MHz setting to the 10MHz setting - Install a standard 50 pin ribbon cable,

making sure the red lead is to pin 1. - Install the top case - Plug the 50 pin ribbon cable into the MIO making sure that the red lead (pin 1) is to the rear of the MIO - Format and set up directories per the MIO manual. - FYI, you have a Western Digital WD1002-TAN controller that is of SASI type and a Tandon TM252 drive. - Do whatever you like with the ST parts, but don't put them back into the drive!

Now that you know how to get the drive working with your MIO, here is how to purchase the drive in the first place! Contact:

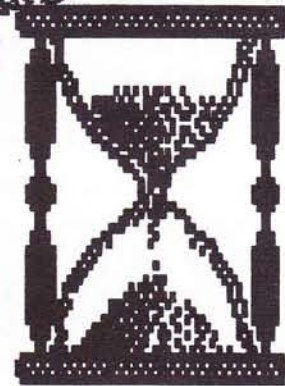
Sturgil and Booth
3640 Edison Way
Fremont, CA 94538
Tel: 415-657-5945

To get there, take I-880 to Durham Rd. Go east bound (towards the hills) on Durham. Turn RIGHT at FREMONT BLVD. Turn LEFT onto OLD WARM SPRINGS RD. Take the second LEFT onto EDISON RD. Take the first driveway to the right. The place is in one of those industrial park things. There is a rather large sign, but it cannot be seen from the road, so take care and don't get lost! Richard is a very helpful fellow, so speak to him if he is around. He will also give you a three month warranty on the unit. The show price is \$250.00 plus tax and I'm told that cash is better.

END

Minutes

from the August meeting)



General Meeting 8/4/87:

Meeting called to order at 8 PM by President Barton. Roll call of Officers: Present; Barton, Hansen & Moran. Absent; Sawley.

The meeting started with a general talk concerning the need for more input to the newsletter, this input can be in the form of suggestions or articles.

Member Julius Lami requested programing assistance in writing software for a scanner he is developing.

President Barton showed a 5 1/4" drive that allowed the ST to read IBM disks directly with programs like PC DITTO. This is a prototype drive and will soon be made available by the member developing it. The drive was set up and demonstrated during the break.

**"...allow the ST to
read IBM disks
directly with
programs like
PC ditto."**

The 8 bit floppy was demonstrated by Software chairmen Cliff and Mark. Among the programs on the disk are two versions of the game Reversi, a business simulation game and Keymusic, a MIDI simulation. The back of the disk is full of Advanced Music Processor songs.

Next the auction of the Gemini 10X printer

was held, the minimum bid of sixty dollars was soon pushed up to a final bid of eighty five.

Program Chairman Dick Scott introduced Bill Dyck formerly from Lone Wolf Software who spoke on his 8 bit memory upgrades. Bill brought pamphlets for those who wanted to try the upgrades and also had a supply of his special chips and bare boards that make the upgrade relatively easy to do. Cost of this package is \$20.

Print librarian Einar Andrade gave a short talk on the contents of our print library. Sets of newsletters from User groups around the world and sets of Atari magazines such as Analog, Compute and Antic, comprise the bulk of the library but there are numbers of other Atari related items all available for members to take home and read. If you need something special call Einar at home and if available he will bring it to the next meeting.

After a short break the meeting resumed with the evenings raffle and ended with a question and answer period.

One item that was brought out was the compatibility problem between the ST and the Atari 7800 joystick. If this joystick is left plugged in, the ST computer will lock up.

Being no further business the meeting was adjourned at 10:05 PM.

Submitted,
- Secretary

Respectfully
Jim Moran

END

September 1987

SLCC Calendar of Events

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 MAIN MEETING 8PM San Leandro Public Library	2	3	4	5
6	7	8	9 EXECUTIVE BOARD MEETING	10	11	12
13	14 ST SIG 8PM San Leandro Public Library	15 BEGINNER'S SIG 7:30PM TELECOMMUNICATION SIG 8 PM	16	17 BASIC SIG 8PM	18	19
20	21	22 PASCAL SIG 7 PM BUSINESS SIG 8 PM	23 EDUCATION SIG 7 PM ST SOFTWARE SIG 8 PM	24	25 JOURNAL DEADLINE	26
27	28	29	30			

Now That It's Plugged In....

The SLCC Beginners SIG is for those who own Atari 8-bit computers and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday of each month at 7:30 PM. Call Richard Stiehl at 352-3444 or 562-7485 for information and directions.

See you there..... RS

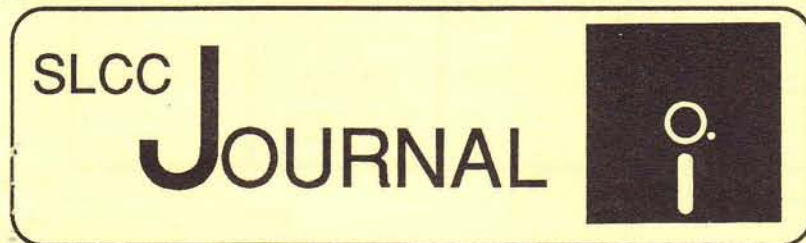
SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.

September Meeting By Dick Scott

Our next guest speaker or speakers will be Karen Sherman from *Spectrum HoloBytes*, the creators of Fleet Street Publisher, a desk top publishing program, and Gato, a great submarine simulation. These programs are for the STs, so all of you members that have an ST, come to the main meeting. From last month, I wish to thank Bill Dyck for his presentation of the 256K upgrade for the 8-bit machines. All of you 8-bitters: remember the disk of the month. We will have a number of new PD disks available at the meeting, so don't miss them!!

September 8-bit DOM by Mark and Cliff

Summer is coming to a close, and most of our members are lazily sitting in the sun, or on wild adventurous vacations across this big blue world of ours. Your less fortunate and ever so dedicated software chairmen are hard at work bringing you 8-bit software that's at the top of the charts! This month, we have what you story tellers may call, a cornucopia of softwares' treasures! PUP and PUP XL are short for Programmers Utility Package. They are great additions to Atari Basic and support renumbering, statement searches, and variable displays just to name a few! Analog has been doing great lately, and we have the pleasure of bringing you some of their best... BBK Artist is a great drawing program that is fully Micro Illustrator/Atari Artist compatible and supports many advanced features those professional programs don't! One of the handies is a text plot routine for those last minute touchups! Get it while it's hot! Analog also came through with their latest game: Moto Wrench!, A maze game in which you must fix the broken pipes by getting your wrenches and then scrambling for the bonus points! Written in Atari Basic. On the back side of the disk, we have a special treat - one of THE best demos we have ever seen! (Yea, I know what your thinking.. we always say that!) but... this time, we're sure you'll agree! Awesome Demo #1 graces the back side of the disk this month and it is something to make your 8-bit proud!



P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

TO

Next Meeting:

September 1, 1987 • 8 pm
San Leandro Community Library
300 Estudillo Ave

FIRST CLASS MAIL